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THE WHIST CLUB
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UNITED STATES OF AMERICA.

THE
Laws of
Bridge
AS ADOPTED BY
THE WHIST CLUB
ALSO THE
ETIQUETTE OF THE GAME
WITH HINTS FOR PLAY.

23916-c2-1
11 WEST 36TH STREET, NEW YORK.

1897.

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THE WHIST CLUB



INDEX.

	PAGE
Preface	5
Cards liable to be called	25
Cards played in error, or not played to a trick ...	29
Cutting	12
Cutting out	13
Deal, The.....	16
Declaring trumps	19
Dummy.....	22-40
Entry and re-entry	14
Etiquette of Bridge.....	37
Exposed cards	24
General rules	34
Hints.....	49
Leads out of turn.....	27
New cards, calling for.....	33
New deal, A.....	17
Over.....	21
Revoke, The.....	30
Rubber, The	9
Scoring.....	9, 41
Shuffling.....	15
Table, formation of. . .	12
Table of counts	47

PREFACE.

At a meeting of the Whist Club the managers were directed to form a code of laws applicable to Bridge. After full consideration the following laws were framed and submitted to the committee of the Club, by whom they were approved and adopted.

THE WHIST CLUB,

New York, April, 1897.

THE LAWS OF BRIDGE

THE LAWS OF BRIDGE

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same partners, the third is not played.

THE TRUMP.

2. The trump is declared. No card is turned.

a The dealer may either declare the trump or pass the option to his partner.

b If the option be passed to partner, he must declare the trump.

SCORING.

3. Each game consists of thirty points, scored by tricks. This amount is the minimum, but all points over this amount are counted.

4. Each trick above six counts one trick point.

5. The value of the trick points varies with the trump declared, and is as follows: in spades, 2; clubs, 4; diamonds, 6; hearts, 8; "no trump," 12.

6. Honors are ace, king, queen, jack and ten of the trump suit; or the four aces when no trump is declared.

7. Honors are credited to the original holders and are valued as follows: three honors held between the partners (called simple honors), count equally with two tricks in the suit declared; four honors equal to four tricks, and five honors equal to five tricks. Four honors in one hand equal eight tricks; four in one hand with the fifth in partner's, equal nine tricks, and five honors in one hand equal ten tricks. In "no trump" three aces between the partners count thirty; four aces count forty, and four aces in one hand one hundred (see ready reference table, page 47).

8. Slam is thirteen tricks scored independently of the revoke penalty and adds forty points to the honor count.

9. Little slam is twelve tricks similarly scored, and adds twenty points to the honor count.

10. Chicane (one hand void of trumps), is equal in value to simple honors, *i. e.*, if partner of player having chicane scores

honors he adds the value of three honors to his score, while, if the adversaries score honors, it deducts an equal value from theirs.

11. The value of honors, slam, little slam or chicane, is in nowise affected by going over or repeating.

12. At the conclusion of a rubber the total scores for tricks and honors (including chicane and slam), obtained by either side are added, and one hundred points are added to the score of the winners of the rubber. The difference between the completed scores is the number of points won or lost by the winners of the rubber.

13. The penalty for a revoke takes precedence of all other counts.

14. If an erroneous score affecting honors, chicane or slam be proven, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

15. If an erroneous score affecting tricks be proven, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game is

not concluded until the following deal has been completed and the trump declared, unless it be that the game is the last one of the rubber,—then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

CUTTING.

16. The ace is the lowest card.

17. In all cases every player must cut from the same pack.

18. Should a player expose more than one card he must cut again.

FORMING TABLES.

19. The prior right of playing is with those first in the room. If there are more than four candidates for seats at a table the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

20. After the table is formed, the players cut to decide on partners; the two lowest playing against the two highest. The lowest is the dealer, who has choice of cards and seats, and having once made his selection must abide by it.

21. When cutting for partners the player who draws the lowest card deals. Should the two players who cut lowest, secure cards of equal value they shall re-cut to determine which of the two shall deal, and the lower on the re-cut deals.

22. Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the re-cut are partners and the original lowest the dealer.

23. Six players constitute a full table, and no player shall have a right to cut into a game which is complete.

24. When there are more than six candidates, the right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT.

25. If at the end of a rubber admission be claimed by any one or two candidates,

he who has or they who have played a greater number of consecutive rubbers than the others, is or are out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

RIGHTS OF ENTRY.

26. A candidate desiring to enter a table must declare such wish prior to any player at the table having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

27. In the formation of new tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry. Those who have already played decide their right of admission by cutting.

28. A player who cuts into one table, while belonging to another, shall forfeit his prior right of re-entry into the latter; unless by doing so he enables three candidates to form a fresh table, in which event he may signify his intention of returning

to his original table, when his place at the new one can be filled.

29. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not affect the substitute's rights in any way.

30. If anyone break up a table the remaining players have a prior right to him of entry into any other, and he shall be considered as having just entered the room.

SHUFFLING.

31. The pack must neither be shuffled below the table nor so the face of any card be seen.

32. The pack must not be shuffled during the play of the hand.

33. A pack having been played with, must neither be shuffled by dealing it into packets nor across the table.

34. The dealer's partner must collect the

cards for the ensuing deal and he has the first right to shuffle the cards. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

35. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player about to deal.

THE DEAL.

36. Each player deals in his turn; the right of dealing goes to the left.

37. The player on the dealer's right cuts the pack, and in dividing it he must not leave fewer than four cards in either packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion of the cards or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

38. When the player whose duty it is to

cut has once separated the pack he cannot alter his intention. He can neither re-shuffle nor re-cut the cards.

39. If after the pack is cut the dealer should shuffle the cards, he must have them re-shuffled by his left-hand adversary and properly re-cut.

40. THERE IS NO MISDEAL.

A NEW DEAL.

41. There must be a new deal—

- a* If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.
- b* If, during a deal, or during the play of a hand, the pack be proven incorrect or imperfect.
- c* If any card be faced in the pack.
- d* If any player have dealt to him a greater number of cards than thirteen.
- e* If the dealer count either the cards on the table or the cards remaining in the pack during the progress of the deal.
- f* If the dealer deal two cards at once and then deal a third before correcting the error.
- g* If the dealer omit to have the pack cut and the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.

h Should the last card not come in its regular order to the dealer.

42. There may be a new deal—

a If the dealer or his partner expose a card, either of the adversaries may claim a new deal.

b If either adversary expose a card or cards, the dealer may claim a new deal.

c If, before fifty-one cards are dealt, the dealer should look at any card, his adversaries have the right to see it and may exact a new deal.

d If a player take into the hand dealt to him a card belonging to another pack, the adversaries on discovery of the error may decide whether they will have a new deal or not.

e If the dealer turn the last card face upward, the adversaries may exact a new deal.

f If in dealing one of the last cards be exposed, and the dealer completes the deal before there is reasonable time for the adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

43. The claim for a new deal may not be made by a player who has looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

44. Should three players have their right number of cards, the fourth, not being

dummy, have less than thirteen and not discover such deficiency until he has played any of his cards, the deal stands good ; should he have played, he is answerable for any revoke he may have made as if the missing card or cards had been in his hand. He may search the other pack for it or them.

45. If, during the play of a hand, a pack be proven incorrect or imperfect, such proof only renders the current hand void, and does not affect any prior score. The dealer must deal again (Law 41 b).

46. Any one dealing out of turn or with the adversaries' cards must be corrected before the play of the first card, otherwise the deal stands good.

47. A player can neither cut, shuffle nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS.

48. The dealer has the first right of declaring what shall be the trump or if the hand shall be played "no trump." After examining his hand, should he desire to ex-

ercise his right, he may name a suit or say "no trump."

49. If the dealer does not desire to exercise such option, he must say, "Make it, partner," and the partner must declare the trump in the manner described in preceding paragraph.

50. Should the dealer's partner make the trump without receiving permission from the dealer, either of the adversaries may demand,

- 1st. That the trump shall stand, or
- 2d. That there shall be a new deal,

providing, however, that no declaration as to doubling shall have been made; or should the dealer's partner say to the dealer, "You make it," it shall be the right of either of the dealer's adversaries to claim a new deal or to compel the offending player to declare the trump.

51. The adversaries of the dealer must not consult as to which of the penalties under the foregoing law shall be exacted.

52. If either of the dealer's adversaries make a declaration, the dealer may, after looking at his hand, either claim a new deal

or proceed as if no declaration had been made.

53. No declaration legitimately made can be altered.

GOING OVER.

54. The effect of "over," "over," etc., is that the value of each trick point is doubled, quadrupled, etc.

55. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to go over (*i.e.*, double). The dealer's left hand adversary has the first right. If he does not wish to double, he may say to his partner, "May I play?" His partner must answer, "Play," or "Over." If either of their adversaries elect to go over, the dealer and his partner have the right to go over them. The player who has declared the trump shall have the first right. He may say, "Over" or "Satisfied." Should he say the latter, his partner may go over.

56. If the dealer or his partner elect to re-go over, their adversaries shall have the right to again double. The original doubler has the first right.

57. The process of re-doubling may be continued indefinitely. The first right to continue the re-doubling on behalf of a partnership, being in that player who has last gone over. Should he, however, express himself satisfied, the right to continue the re-doubling passes to his partner.

58. When the question, "May I play?" has been finally answered in the affirmative or when the dealer's left hand adversary, being the last person who has the right to continue the doubling, expresses himself satisfied, he shall lead a card.

59. If the right hand adversary of the dealer shall say "Over," before his partner has asked "May I play?" the declarer of the trump shall have the right to say whether the over shall stand or not. If he decides that the over shall stand, the process of re-doubling can continue as described in paragraphs 55, 56, 57.

60. A declaration once made cannot be altered.

DUMMY.

61. As soon as a card is led, the dealer's partner shall place his cards face upward

on the table, and the duty of playing the cards from that hand shall devolve upon the dealer, unassisted by his partner.

62. After exposing his cards, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit to which he may have renounced. Until the trump is declared and the dealer's partner's hand is exposed on the table, he has the right to call attention to any irregularity of, or to demand equally with the dealer, any penalty from, the adversaries.

63. If he should call attention to any other incident of the play of the hand in respect of which any penalty might be exacted, the fact of his doing so precludes the dealer exacting such a penalty. Should he intimate to the dealer by word or gesture that he is about to lead from the wrong hand, it establishes the offence, and either adversary, without consultation, may call a suit from the hand whose turn it is to play.

64. If the dealer's partner, by touching a card or otherwise, suggest the play of a

card from dummy, either of the adversaries may, but without consultation, call on the dealer to play or not to play the card suggested. The dealer's partner should not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner play.

65. Dummy is not liable to the penalty for a revoke; and if he should revoke and the error be not discovered until the trick is turned and quitted, the trick stands good.

EXPOSING CARDS BEFORE PLAY.

66. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either of the adversaries may, without consultation with his partner, claim a new deal.

67. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to go over or re-double, which he otherwise would have been entitled to exercise; and in case of a card being so exposed by the leader's partner, the dealer may either

call the card, or require the leader not to lead the suit of the exposed card.

EXPOSING CARDS DURING PLAY.

68. It is evident that the dealer can gain nothing by exposing his cards, since his partner is dummy—therefore no card can be called from his hand, and should the dealer draw a card either from his own hand or dummy's, such card is not considered as played until actually quitted.

69. Should the dealer, however, name a card to be played either from his own or dummy's hand, such card cannot be recalled except to save a revoke.

70. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

71. The following are exposed cards:

- 1st. Two or more cards played at once.
- 2d. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

72. A card dropped on the floor or elsewhere below the table is not an exposed card.

73. If two or more cards be played at once, by either of the dealer's adversaries, the dealer shall have the right to call which he pleases to the current trick, and the other card or cards shall remain face upward on the table and may be demanded at any time.

74. If, without waiting for his partner to play, either of the dealer's adversaries should play on the table the best card or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer may demand that the partner of the player in fault, win, if he can, the first, or any other of these tricks, and the other cards thus improperly played are exposed cards.

75. If either or both of the dealer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if

either adversary retain his hand he cannot be forced to abandon it. If, however, the dealer should say, "I have the rest," or any other words indicating that the remaining tricks are his, the adversaries of the dealer are not liable to have any of their cards called should they expose them, believing the dealer's claim to be true, if it should subsequently prove false.

76. A card, detached from the hand of either of his adversaries so as to be named by the dealer, can be called by him.

77. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 96 and 104), fail to play as desired, or if, when called on to lead one suit, lead another having in his hand one or more cards of the suit demanded (Laws 78 and 79), or if called upon to win a trick, fail to do so when he can (Laws 74, 85 and 104), he is liable to the penalty for revoke.

LEADS OUT OF TURN.

78. If either of the dealer's adversaries lead out of turn, the dealer may either call

the card erroneously led, or may call a suit from him or his partner when it is next the turn of either of them to lead.

79. If the dealer lead out of turn either from his own hand or dummy, he is liable to have a suit called by either of his adversaries. But should a suit be erroneously called from dummy or his partner, the dealer may call a suit from either adversary when it becomes his turn to play.

80. If any player lead out of turn and the other three have followed him, the trick is complete and the error cannot be rectified; but if only the second or second and third have played to the false lead their cards are taken back; there is no penalty against any one excepting the original offender, who, if he be one of the dealer's adversaries may be penalized as provided in Law 78, or if he be the dealer as provided in Law 79.

81. In no case can a player be compelled to play a card which would oblige him to revoke.

82. The call of a card may be repeated

at every trick until the card can be legitimately played.

83. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR.

84. If the third hand play before the second, the fourth may play before his partner.

85. Should the fourth hand (not being dummy or dealer) play before the third or second has played to the trick, the latter may be called upon to win or not to win the trick.

86. If any one, not being dummy, omit playing to a former trick and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

87. If any one (except dummy) play two cards to the same trick and the mistake be

not discovered until the hand is played out, he is answerable for any consequent revokes he may have made. If during the play of the hand, the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE.

88. Should a player (other than dummy) holding one or more cards of the suit led, play a card of a different suit, he revokes.

89. The penalty for a revoke is at the option of the adversaries, who may at the end of the hand

- 1st. Take three tricks from the revoking player and add them to their own; or,
- 2d. Deduct the value of three tricks (in the hand where the revoke occurred) from the score of the adversaries; or,
- 3d. Add a similar three tricks value to their own score.

90. The adversaries may consult as to which of the above penalties they shall exact.

91. The penalty is applicable only to the score of the game in which it occurs.

92. The penalty cannot be divided; that is, a player cannot add the value of one trick or two tricks to his own score and deduct the value of two tricks or one from the revoking players.

93. In whatever way the penalty be enforced, under no circumstances can the revoking side score game, slam or little slam, that hand. Whatever their previous score may have been the side revoking cannot attain a higher score towards game than twenty-eight (see Law 77).

94. A revoke is established if the trick in which it occurs be turned and quitted, *i.e.*, the hand removed from the trick after it has been gathered and placed face downward on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, has led or played to the following trick.

95. A player may ask his partner if he

has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative or unless the revoking player or his partner, has led or played to the following trick.

96. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed cards. If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card and the dealer can call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick in which he has renounced; but such penalty cannot be called from the dealer.

97. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no

proof is necessary, and the revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

98. A revoke must be claimed before the cards have been cut for the following deal.

99. Should the players on both sides subject themselves to the revoke penalty neither can win the game by that hand; each is punished at the discretion of his adversaries.

100. The revoke penalty may be claimed for as many revokes as occur during a hand.

NEW CARDS.

101. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded two packs must be furnished, which must be paid for by the player who has demanded them. The adversaries shall have their choice of the new cards if they are furnished during a rubber; the dealer, whether he or one of his adversaries be the party calling

for the new cards, shall have the choice, if it is the beginning of a new rubber. New cards must be called for, before the pack be cut for a new deal.

GENERAL RULES.

102. Partners may consult regarding the exactions of penalties under Laws 42a, 86 and 89; but there must be no consultation regarding any other penalties. In these latter cases, if the offender is one of the dealer's adversaries, he shall exact the penalty, while if the dealer is at fault, one of his adversaries may say, "Partner, will you exact the penalty or shall I?"; but whether this is said or not, if either adversary name the penalty, his decision is final.

103. Any one during the play of a trick or after the four cards are played and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

104. If either of the dealer's adversaries, prior to his partner's playing, should call

attention to the trick, either by saying it is his, or without being requested so to do, by naming his card or drawing it toward him, the dealer may require that opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

105. Should either of the dealer's adversaries, during the play of a hand make any unauthorized reference to any incident of the play, the dealer may call a suit from the adversary whose turn it is next to lead.

106. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

107. A card or cards torn or marked must be replaced by agreement, or new cards furnished.

108. Any player may demand to see the last trick turned and no more. Under no circumstances can more than eight cards be seen (excepting dummy hand) during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

109. If a trick be turned and quitted, the last preceding trick cannot be seen.

BYSTANDERS.

110. While a bystander, by agreement among the players, may decide any question, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called on by the players, to pay any stakes or bets on that game or rubber.

ETIQUETTE OF BRIDGE

There is perhaps no game in which slight intimations can convey so much information, as at Bridge. There is no way of punishing the infractors of the following rules, save by refusing to play with them. Perfectly honest but unthinking people may violate some of these rules unintentionally; and on the other hand thoroughly dishonest and designing players may intentionally violate them. A code is compiled for the purpose of succinctly stating laws and for the further purpose of meting out proportionate punishment to the offenders. To offend against one of the rules of etiquette is far more serious than to offend against any law in the code; for, while in the latter case the offender is sure of punishment; in the former the offended parties have no redress other than refusal to continue to play with the offender.

RULE 1. Declarations should be made in a simple manner thus, "hearts," "no trump," or when passing the option—"Make it, partner."

2. There should be no undue hesitancy in passing the option to partner, as such hesitation might influence the make.

3. As the score should always be left on the table, it is presumed that every player knows its state; therefore, after the cards are dealt, the dealer must not say to his partner anything concerning the state of the game, before passing the option of making. Nor should either of the dealer's adversaries say anything regarding the score.

4. A player, who has the right to go over, should not indicate any well defined doubt or perplexity in regard to exercising such right, if he intend passing the option to his partner.

5. No player should give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a certain play.

6. If a player demand that the card be placed, or that he may look at the last trick, he should do so for his own information and not in order to call his partner's attention to any card or play.

7. No player, other than the dealer, should

lead until the preceding trick is turned and quitted, or, after having led a winning card, he should not draw another from his hand before his partner has played to the current trick.

8. No player should play a card with such emphasis as to draw particular attention to it.

9. No player should purposely incur a penalty, because he is willing to pay it, nor should he make a second revoke to conceal a first one.

10. While there is nothing in the code to prevent going over *ad infinitum*, such a practice may be attended with undesirable results: such as carrying the cost of the game far beyond its original design. Therefore, it is suggested that 100 points be the limit for any one trick.

DUMMY BRIDGE

Is played by three persons and is usually played in single games instead of rubbers. If played in single games, the winner of the game adds fifty points to his score; if in rubbers, one hundred, the same as Bridge.

The player who draws the lowest card has Dummy, and Dummy always deals first.

The dealer, whether he be the partner of Dummy, or one of the adversaries, always makes the trump from the hand for which he deals.

The left hand adversary of the dealer is the only player allowed to go over.

There is only one hand exposed, the original Dummy remaining a dummy hand during the entire game or rubber. When either of the Dummy's adversaries is dealer, his partner does not display his hand.

In all other respects the game is played the same as Bridge.

SCORING

SCORING

The rubber, as explained in the laws, consists of the best of three games, thirty points minimum, scored by tricks alone.

Honors, slam, chicane—all contribute to the aggregate value of the game, but have absolutely nothing to do with winning or losing the rubber. The winner of the rubber gets one hundred points in addition to his score. On the following pages are the scores for two rubbers.

It will be observed that tricks and honors are scored in separate columns. After the rubber is decided, the entire score, tricks and honors is added up, and the rubber count added to the winner's score. The lesser score is then deducted from the greater, the remainder being the value of the rubber.

EXPLANATION OF SCORE.

In the first hand *A* declares hearts and makes two tricks (2×8), 16, and four honors, 32.

In the second hand spades trumps, *C, D* score one trick, 2, and four honors, 8.

In the third hand "no trump" is declared and *A, B* make two tricks, 24; the four aces being in one hand, count one hundred.

Second game, *C, D* make a little slam in diamonds (one of them holding four honors and the other the fifth) and score 36 by tricks, 54 by honors, and 20 for a little slam.

SCORE I.

*A, B.**C, D.*

POINTS.	HONORS.	POINTS.	HONORS.
16	32	2	8
24	100		
		36	54
			20
8	8	12	30
32	16		
	16		
80	172	50	112
	180		50
	352		162
	162		
	190		

SCORE 2.

A, B.

C, D.

POINTS.	HONORS.	POINTS.	HONORS.
84	40 40		
4		24	4 8
12 18	12	16	32
118	92 218 310 94 216	6	4
		46	48 46 94

Third game *A, B* make four tricks and four honors in spades, 8 and 8. Second hand, *C, D* make two tricks and five honors in diamonds, 12 and 30. In the third hand *A, B* score four tricks in hearts, three honors and chicane, 32; 16 and 16. *A, B* winning the first and third game, win the rubber.

In the next rubber *A, B* make a slam at "no trump." This is the largest pos-





sible count without overs. Score, 84; 40 for four aces and 40 for slam.

Second Game *C, D* declare spades; *A, B* go over, and the original maker goes over again; the value of each trick then is $2 \times 2 \times 2 = 8$. *C, D* make three tricks, counting 24, and four honors, 8 (observe the honor count is not doubled). Second hand, *A, B* score one trick in clubs, 4, and *C, D* have three honors, 8. In the third hand *C, D* make two tricks and four honors in hearts, 16 and 32. In the concluding game of the rubber *A, B*, first hand, make one trick in no trump and the aces are divided. Second hand, *C, D* make three tricks and three honors in spades, 6 and 4; and *A, B* win the game in the next hand, scoring three tricks and three honors in diamonds, 18 and 12.

The first rubber netted *A, B* 190 points; *A, B* make 80 by tricks, 172 by honors and 100 for the rubber, against 50 by tricks and 112 by honors for *C, D*.

The second rubber *A, B* make by tricks 118, honors 92, rubber 100; against *C, D*'s 46 by tricks and 48 by honors; net 216.

READY REFERENCE TABLE
FOR
SCORING TRICKS AND HONORS.

					No Trumps.
Each Trick point in.....	2	4	6	8	12
3 Honors.....	4	8	12	16	30
4 do.	8	16	24	32	40
5 do.	10	20	30	40	
4 do. in one hand	16	32	48	64	100
4 do. do and 5th Honor in partner's hand.....	18	36	54	72	
5 Honors in one hand	20	40	60	80	
Small Slam adds to Hon- or count.....	20	20	20	20	20
Slam adds to Honor count.	40	40	40	40	40
No Trumps in one hand reduces Honors of ad- versary	4	8	12	16	
No Trumps in one hand increases Honors of partner.....	4	8	12	16	

A BRIEF DESCRIPTION OF THE GAME

WITH

HINTS FOR PLAY.

HINTS

As those who have read the laws of Bridge carefully will have noticed, the game is played, after the lead of the first card, almost exactly as if it were Dummy Whist.

The differences between the two games lie mainly in the declaration of trumps and the increasing of values by going over, the differing values of suits, methods of scoring, and rubber count.

After the trump is made and the overs settled, the first player leads; the dealer's partner then lays his hand face upward on the table, and as far as the subsequent play of the hand is concerned, the game is virtually Dummy Whist.

MAKING.

The object of the dealer is to make at least thirty points (by tricks) if the score is love, or to make a sufficient num-

ber of points to aggregate thirty, if he have already some points scored. Taking the score at love all, the dealer should examine his hand, and if he sees a reasonably sure chance of making the odd trick in "no trump," hearts or diamonds, he should declare one of these, trumps; but (if his score is at naught or is small) he should on no account declare spades or clubs, because thirteen tricks in the former will only give fourteen points, in the latter twenty-eight.

What the partner of the dealer may hold is, of course, problematical, but the dealer is safe to speculate on some aid from Dummy, and should remember that the advantage of playing two hands, is his.

NO TRUMP.

In "no trump" there is no suit declared and the cards rank by their taking value. The dealer is advantageously situated for a "no trump" make, if he has protected honors, since he is fourth hand to the first trick. Therefore, if the dealer have an established suit, no matter what it is, and

guarded kings or blank aces, he should declare this make. Thus with this hand:

H—K, 4;

D—Q, 6, 2;

C—A;

S—A, K, Q, 10, 7, 6, 3,

the dealer, if he make it spades would perhaps get several tricks, but they would count very little; while if he make it "no trump," the only suit he has to fear is the diamond and even in this suit, the leader must have the ace and his partner the king or *vice versa*, and the Dummy have nothing in order to seriously harm him. The above hand should be declared "no trump."

If the dealer have three aces he should, in the absence of a good long red suit, declare "no trump;" but if he have a long suit in hearts or diamonds, with four honors, he should declare one of them in preference, for he is likely to go out in any event and the four honors are very valuable.

It is obligatory to declare "no trump" when holding four aces.

SUIT DECLARATIONS.

The dealer, unless his score be twenty-two or over, should never consider a black suit; if he have seven hearts or diamonds, with or without honors, six with an honor, five with three honors, or four all honors and some trick-taking cards in other suits, he should declare the better of these two suits. If the suits are equal in value he should elect hearts in preference to diamonds, as the former counts eight points for each trick and the latter six.

DECLARATIONS BY DEALER'S PARTNER.

The fact of the dealer passing the make to his partner should not indicate to the latter that the former's hand is entirely weak. On the contrary, the dealer may have an excellent hand of black cards, or he may have a good supporting hand in suits generally, but be too weak to declare "no trump" or either of the red suits. Therefore, with a good all-round hand, if the red suits be protected, the Dummy

should not hesitate about a "no trump" make, especially if the score should warrant it; but if the make be passed, it is extremely hazardous to nominate "no trump" when weak in red. The passing of the make is an inferential declaration of weakness in red suits; therefore, the Dummy should be better protected in hearts or diamonds than the dealer, in order to make one of these suits the trump.

MAKING FOR SAFETY.

If Dummy is very weak otherwise, even though his hand contain five hearts or diamonds, with two honors (not ace-king), it is usually better to declare spades. This is a make for safety, and, though the maker is unlikely to make any score, yet, on the other hand, he prevents a large score by the adversaries.

PLAYING TO THE SCORE.

There is no game in which playing to the score is so all-important as in Bridge. The dealer and his partner should govern

their declarations entirely by this; for instance, at a score of twenty-four, with every reasonable probability for a trick in diamonds or two in clubs, it would be folly for the dealer to pass the option to his partner in order to take chances for a larger game. Similarly, if the option is passed to the partner, his first idea should be to declare a trump which will insure the game, or, failing to find such combination in his hand, should make so as to get off with smallest loss.

TAKING CHANCES.

The dealer's partner should take great chances when the score is 22 or over against 0, in favor of the adversaries. He should remember that the next hand is likely to put his opponents out, as they will have the deal; so with fair strength in general, even though there is no very long suit he should declare "no trump." Thus with

H—K, 10, 4, 2;

D—A, 5, 3;

C—K, J, 2;

S—K, 10, 2,

a "no trump" make is advisable; for while the hand is certainly not good for the odd trick unaided, it may be a valuable aid to the dealer, and at least, is sufficiently strong to stop any suit.

PLAYING SAFETY.

Reverse the score in the above paragraph and the dealer's partner should be very cautious about taking chances. It is unlikely that the adversaries will go out in the next hand, so he should not give them a chance to greatly augment their score at his expense. Thus with

H—10, 4;

D—K, 10, 9, 7, 2;

C—Q, 5, 3;

S—J, 10, 2,

it is better to declare spades for safety.

GOING OVER.

In the matter of doubling, location should largely influence the decision. Thus, if the dealer should declare hearts, the leader with five hearts to ace-queen or king-jack should

go over, providing the rest of his hand is of any account whatever; but if the dummy hand has made the trump, the leader should be cautious about doubling. The leader's partner is, of course, in the same advantageous position toward the dummy, as the leader is toward the dealer.

In the following hand, the dealer has declared hearts, the leader holds;

H—A, Q, 9, 6, 2 ;

D—K, 2 ;

C—K, Q, 10, 2 ;

S—7, 6.

With such a hand the leader must go over, and in the event of the dealer's re-doubling, he should go over again; it is plain that it would require not only enormous strength in trumps, but such strong lay suits as to demand a "no trump," make in order to prevent the holder of such a hand making the odd trick. However, reverse these hands and give the above hand to the leader's partner he should be somewhat chary of going over; and if he does and the dealer re-doubles, he should say "satisfied."

GOING OVER A SPADE MAKE.

Remember that, while as a rule, spades are declared from weakness, yet it may happen that this is the strongest suit in the maker's hand. Thus if the score be close, requiring only a few points to put either side out, do not go over a spade make, unless fairly well protected, because the maker, if strong, will re-double, giving each trick a heart value. With only a few points to go, the leader or his partner should go over a spade make, if at all protected in spades and strong in suits, providing the dealer's score is small, and it be the first game of the rubber or it be the second and the adversaries have won the first. The reason for this is, that if the leader and his partner go out, one of them will have the first deal of the new game.

THE PLAY.

After the first trick is played, the rule of Dummy Whist—"Lead through strength and up to weakness," should, in the absence of specific information be the guide for play.

LEADING "NO TRUMP."

In "no trump" the leader should generally begin with his longest suit. Sometimes, however, the leader, with a five-card suit to jack or ten in black, will prefer opening some supporting red card as a jack from jack, ten, small for the reason that it is improbable that enormous strength in red suits shall be in the dealer's hand, otherwise he would have declared such suit trump. This lead is especially valuable, when the dealer's partner has made the declaration. If, however, the leader opens a low card, it is *prima facie* evidence that he is playing from his longest suit; and, unless his partner has an established suit of his own, he is expected to return the original lead at the first opportunity. In playing against a "no trump" make, the best players will often lead low from A, K or K, Q to six in suit and always with five, if the hand contain any re-entry card whatsoever.

LEAD FROM A, K, J OR K, Q, J.

With five cards or more, however, in a suit headed by ace, king, queen or king,

queen, jack, it is better to lead king first—in the former case to hold the trick and see the lay of the land, and in the latter to clear the suit.

LEADING AGAINST SUIT TRUMP.

When a specific trump has been made by Dummy and the leader's partner has gone over, if the leader hold ace, king of any suit it is better to lead the king before leading trumps for two reasons: first, it shows the partner a re-entry card, and second, it keeps the leader from groping in the dark as regards the dummy hand. After this lead it is advisable to lead trumps, especially if the dummy hand contain tenaces in the trump suit.

A CONVENTIONALITY.

In closing the author gives for what it is worth, and with no comment on its soundness or value, a convention which obtains in all New York clubs, *i.e.*, if the partner of the leader goes over a "no trump" make, the leader must play a heart. As a corollary to this, it is obvious, that the maker should

hesitate about declaring "no trump" if very weak in hearts. If the dealer is the declarer, the chances of strength in hearts are two to one against him, while the odds are even greater against the dealer's partner.

The following hand held by Dummy is a "no trumper:"

H—A, Q, 2;

D—K, J, 10, 8, 4;

C—A, 10, 2;

S—4, 3,

but permute the spade and heart suits and the hand should be declared diamonds. The dealer might risk a "no trump" even after the permutation, but the dummy should not.

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